

"Kikstart 2" – an all action simulation enables you to experience all the excitement, thrills and spills of dirt bike riding from the safety of your own home.

Hazards include:-

Springboards, which bounce you into the air.

Step and Picnic Tables, which must be jumped over, at just the right speed.

Ramps, pipes, walls, screens, gates and sand traps. Take these slowly or you will fall off!

Tyres, hedges and barrels, to be taken at speed, you could jump them but...

Mud, to slow you down.

Spikes, avoid at all costs, these can be fatal.

LOADING INSTRUCTIONS

The disk autoboots. Insert Kikstart disk if required. At request for workbench disk insert program disk. Game will load and run automatically.

PLAY

Try to complete the course in the fastest possible time, when you fall off, which you will, the computer will restart you at the next convenient point, but until it does your clock will run at twice the normal speed.

When you load the game it will come up with a title and options screen.

There is a row of icons along the bottom of the screen, and a list of five letters.

The letters list the five selected courses. The courses are named A-X. To alter the selection, type in the letters corresponding to the courses you want to ride, in the order you wish to ride them.

If you wanted to ride courses A, B, C, D and E you would type A – you will see that the last letter has changed to an A. Then type B, the A will have moved along one place and the last letter is now a B.

Carry on with the other letters and the list will become ABCDE. Typing Z selects a random selection of 5 courses, type Z and the letters change to question marks. Now type A and the last letter becomes an A and the other four are revealed.

The icons are used to select the other options available to you.

The icons are in order from left to right.

Start Game

View High Score Table.

Save High Score Table.

Enter Course Designer.

One of Two Player Option.

Enter Player Name.

To select an option use the mouse to move around the screen and click on the desired icon in the normal way, the selected icon will be highlighted in yellow.

START GAME

This starts the game with the currently selected courses and the current number of players.

VIEW HIGH SCORE TABLE

Takes you to the high score table. There are two pages of high scores. Press mouse button 1 to move to the second screen and again mouse button 1 to the main screen.

SAVE HIGH SCORE

Saves high score to disk.

ONE OR TWO PLAYER

Toggles between these options. If one player is selected then the computer will play the other bike.

ENTER PLAYER NAME

This allows you to enter a name of up to nine characters length. To enter player one's name you must be in one player option. To enter player two's name you must be in two player option.

Therefore if you both want to enter names;

- 1) Enter player one's name with one player option selected.
- 2) Then move the cursor to the one or two player icon using the up key.
- 3) Press mouse button 1 to select two player option.

- 4) Then use the right key to mouse button 1 the cursor to enter name icon.
- 5) Press mouse button 1 to select this option.
- 6) Now enter player two's name.
- 7) Press mouse button 1.
- Both names are now selected. Start game in the usual way.

EDITOR SCREEN

Using the mouse as usual select from the icons along the bottom of the screen.

The icons are, in order from left to right:-

Return to main screen,
Save to disc,
Load from disc,
Print,
Clean track,
Information,

Again the selected icon is highlighted in yellow.

The top of the screen displays the course. You are editing the first selected course.

Scroll through the course using the mouse with the button held down.

The obstacle you have selected is listed in the space between the course and the icons.

INFORMATION

If you want to look at the obstacles;

- 1) Use the mouse to move the cursor till the information icon is highlighted in yellow.
- 2) Press mouse button 1, and the computer will show you the obstacles.
- 3) Press mouse button 1 to move through the pages of obstacles.

TO DESIGN YOUR COURSE

- 1) Scroll through the course until you come to where you want to insert an obstacle.
- 2) Type the letter of the obstacle you want.

If you select certain obstacles the computer will ask you

for a size. If you select certain obstacles you will need to select a size from the range given.

You may alter your choice by typing a new letter.

- 3) When you are happy with your choice of obstacle and position, move the cursor till it highlights the print icon.
- 4) Press mouse button 1 to place this on the course.
- 5) You can modify the obstacles by deleting or adding sections. Use the → key to add and the ← key to delete. These alter the course one character at a time.
- 6) You can create new obstacles by printing two obstacles on the course and deleting the gap between them.

SAVING YOUR COURSES

When you have designed your course, return to the main screen.

The course will automatically replace the existing one. Select type of course, s for snow, d for day, n for night.

When you have designed all the courses you want, save them to disk.

Use the save to disk icon. You will be prompted to give a filename for the courses. Follow the on screen instructions.

LOADING NEW COURSE FROM DISK

If you want to use the courses you have designed, load the game then go to the Editor screen and select the load from disk icon. You will be prompted for a filename. Follow the on screen instructions. This will replace the courses that were originally loaded with the game.

CONTROLS

Joystick or mouse in either port.

Right	Accelerate
Left	Brake
Up	Wheelie
Fire	) Jump
Mouse button 1	)